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SEGA CD™

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EA SPORTS™

P R E S E N T S

BILL WALSH
COLLEGE
FOOTBALL™

COLLEGE · FOOTBALL
BILL WALSH™
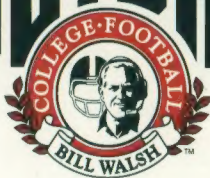
FROM THE
DESIGNERS OF
**MADDEN
FOOTBALL**
NOT SPONSORED
OR ENDORSED
BY ANY TEAM
OR SCHOOL

BY HIGH SCORE PRODUCTIONS

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM

Rated by V.R.C. ™
GA
Appropriate for
all audiences
General Audiences

HANDLING YOUR SEGA CD DISC

- The Sega CD Disc is intended for use exclusively in the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occassional recess during extended play, to rest yourself and the Sega CD Disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

CONTENTS

• Press **START**	**PAUSING THE GAME**

• Kick the ball:
    1) **C** to set the kicker in motion
    2) **C** when orange bar reaches top of meter to kick ball.
• Aim the ball: **D-Pad** (LEFT/RIGHT) while vertical kicking meter is in motion.
• Move the kicking team to onside formation left before the kick:
    1) **A** to call an audible
    2) **A** to position team to left
• Move the kicking team to onside formation right:
    1) **A** to call an audible
    2) **C** to position team to right
• Move the kicking team back to its original formation:
    1) **A** to call an audible
    2) **B** to position team
	KICKING

Kick returners automatically field the ball and run unless you move them before or during the kickoff. • **D-Pad** (UP/DOWN/LEFT/RIGHT): Take control of ball carrier. • Set the Receiving team in onside kick formation:	**RECEIVING A KICK**
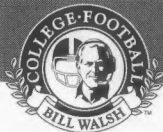
1) **A** to call an audible.
2) **A** or **C** to defend onside kicks.

(To return to standard formation: **A** to call an audible, then **B**.)

BEFORE THE SNAP

OFFENSE
- Snap the ball: **C**
- Call fake snap signal: **B**
- Call an audible (a different play at the line of scrimmage:)
    1) **A** The audible indicator appears on the screen
    2) **A**, **B** or **C** to select designated plays. (See *Set Audibles* on p. 14.)

> **NOTE**
> The ball must be snapped before the 25-second Play Clock reaches zero or the offense will be penalized five yards.

DEFENSE
- Control a different player: **B**
- Fire off the line: **C**
- Call an audible:
    1) **A** The audible indicator appears on the screen.
    2) **A**, **B** or **C** to select designated plays.

NO-HUDDLE OFFENSE
- Call a play in the no-huddle offense: Hold **C** after the whistle is blown. Your team runs the play you ran the previous down unless you call an audible.
- Run the "QB Stop Clock" play:
1) Hold **A** after the whistle is blown.
2) Press **C** to hike the ball. The quarterback takes the snap and throws the ball into the ground automatically as long as you don't take control of the QB by touching the D-Pad.

OFFENSE
Running

- Quarterback hands off or laterals the ball on option plays: **C**
- Dive: **A**
- "Explode" forward: (tap)   **B**
- Spin: (hold)   **B**
- Hurdle: **C**
- Change directions: **D-Pad**
  (LEFT/RIGHT/UP/DOWN)

Passing
- Call up Passing Windows: **C**
- Pass to the player in window A: **A**
- Pass to the player in window B: **B**
- Pass to the player in window C: **C**

Receiving
- Dive for the ball: **A**
- Activate the receiver closest to the ball: **B**
- Jump and raise hands: **C**

Punting
- See *Kicking* above.

DEFENSE
- Dive at ball carrier: **A**
- Activate the defender closest to the ball: **B**
- Jump and raise hands to block a kick or intercept a pass: **C**

- Rewind: **A**
- Run the tape (slow motion):   (hold) **B**
- Run the tape (frame by frame):   (tap) **B**
- Run the tape (normal speed):   **C**
- Move the cursor that isolates the camera on one player or on one specific point on the field:
  D-Pad (UP/DOWN/LEFT/RIGHT)
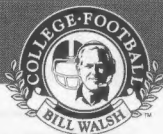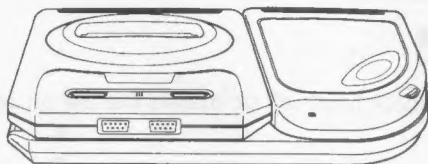
1. Turn ON the power switch on your Sega™ Genesis™.
2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Open the disc tray and place the disc inside.
4. Press **START** to advance to the Game Set-Up screen.
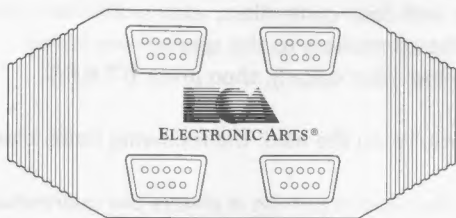
Too many friends, not enough controllers? EA Sports has solved your problem with the all new 4-Way Play four-player controller.

Simply plug the 4-Way Play into your Genesis, then plug up to four controllers into the adapter, and you're ready to go.

> **N O T E**
>
> Six-button controller users who are using the 4-Way Play must play in three-button mode.

- To configure your controller to three-button mode:

1) Turn off the Genesis.

2) Hold the "Mode" button on every six-button controller that will be used while you turn the Genesis on.

Your six-button controllers are now configured in three-button mode.

The new 4-Way Play lets up to four people butt heads in *Bill Walsh College Football*. You can play 3-on-1, 2-on-2, or 4-against-the-Genesis. The adapter features an auto detect device, so all you have to do is plug it into the Genesis and you're ready to go!

When you use the 4-Way Play, the Team Select screen
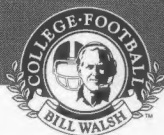
appears with four controllers, each a different color. Just toggle the controllers to the appropriate teams (Remember your color!), then press **START**.

When you're on the field, the following holds true:

- On offense, one person is always the quarterback. He calls the plays, too. Other people can toggle left/right to take control of any player but the quarterback.

- On defense, the same person who calls the offensive plays calls the defensive plays. Anyone can toggle left/right to take control of any player.

- On both offense and defense, the person who presses **B** first takes control of the player closest to the ball. The person who presses **B** second takes control of the player who is second closest to the ball, and so on.

NOTE
When playing in PLAYOFF mode, you must have your controller plugged into port #1 (upper left).
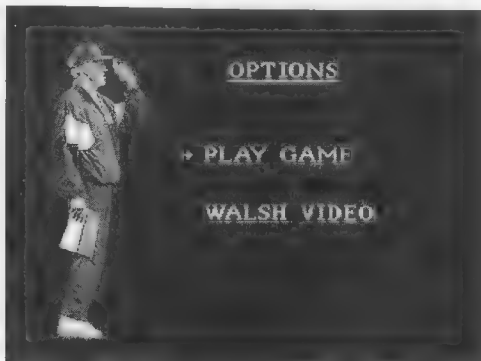
The Options Menu lets you view the Bill Walsh Video Series on College Football, or you can go straight to the Game Setup Menu.

- To Go to the Game Setup screen: Press **START** or **C** (making sure the arrow is pointing to START GAME).

- To View the Bill Walsh Video Series: D-Pad **DOWN** to WALSH VIDEO and press **START** or **C**. The Video Series screen appears.

- To Select a topic: D-Pad **UP/DOWN** to highlight the topic of your choice, then press **C**. A list of subtopics appears. Choose a subtopic the same way.

Press **START** or **B** to return to the previous menu.
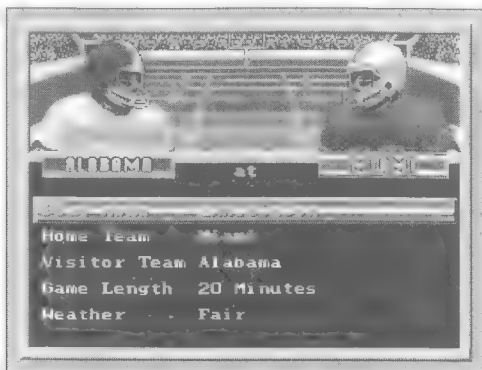
Use the Game Set-Up screen to customize your contest.

- To Cycle through options: **D-Pad** (UP/DOWN).
- To Cycle through choices for the selected option: **D-Pad** (LEFT/RIGHT).

When you've set up the game to your liking, press **START**.

(Defaults in **Bold** type)

PLAY MODE
EXHIBITION: Play a non-tournament game against the Genesis or a friend.

PLAYOFFS: Enter a sixteen-team tournament featuring the top ranked teams.

To learn more about the playoff tournament, turn to ENTERING THE COLLEGE PLAYOFF CHAMPIONSHIP *on page 37.*

ALL-TIME PLAYOFFS: Enter a sixteen-team tournament including the national champions from the '70's, '80's, and '90's.

CONTINUE PLAYOFFS: Resume a tournament in progress at the next scheduled game. (You must have already won a tournament game to select this mode.)

NOTE: All playoffs are one-player mode only. It's you against the Genesis.

HOME TEAM
Select the team playing for the home crowd. Either player 1 or player 2 can control the home team.

VISITOR TEAM
Select the visiting team. Either player 1 or player 2 can control the visiting team.

GAME LENGTH
20 MINUTES **(5-minute quarters)**
40 MINUTES   (10-minute quarters)
60 MINUTES   (15-minute quarters)

WEATHER
Weather conditions can affect a game's outcome.
FAIR
WINDY
RAIN
SNOW

After selecting from the *Game Set-Up* screen, press **START**.

The *Select Team* screen appears.
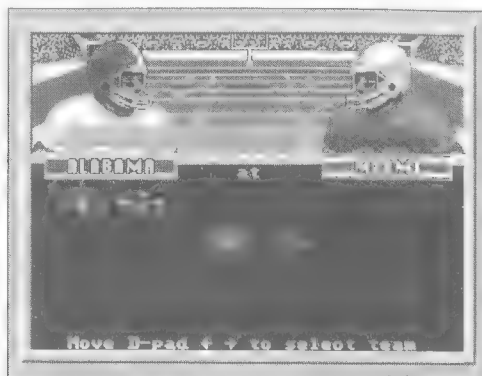
D-Pad (LEFT/RIGHT) to toggle controller "1" under the team of your choice.

If you're playing against a friend, have your friend **D-Pad** (LEFT/RIGHT) to move controller "2" under the team of his choice.

If you and a friend are playing on the same team, have your friend **D-Pad** (LEFT/RIGHT) to move controller "2" under your team.

If you're playing with the 4-Way Play, toggle each controller under the team(s) of each player's choice. Leave any remaining controller icons in the neutral position (in the middle, neither under the home nor visiting teams).

Press **START** to move to the EA Sports Pregame Show.

Welcome to the EA Sports Pregame extravaganza. Ron Barr comes to you live from the press box to set the stage for the upcoming contest.

But the pregame show is more than just entertainment. It's where you do your pregame planning.

START GAME

Select "Start Game" when you're ready to play.
1) **D-Pad** UP/DOWN to highlight *Start Game*.
2) Press **C**.

The Coin Toss screen appears. (*To learn more about the coin toss, see* The Coin Toss *on page 19*.)

THE WALSH REPORT

Coach and color commentator Bill Walsh provides an inside look at the strengths and weaknesses of the teams.

1) **D-Pad** DOWN to highlight *Walsh Report*.
2) Press **C**.

The Walsh Report screen appears.

Press **START** to return to the previous screen.

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TEAM MATCHUPS

	Quarterback	61
	Running Backs	
	Wide Receivers	
	Offensive Line	
	Defensive Line	
	Linebackers	
	Secondary	
	Kicker	
	Punter	
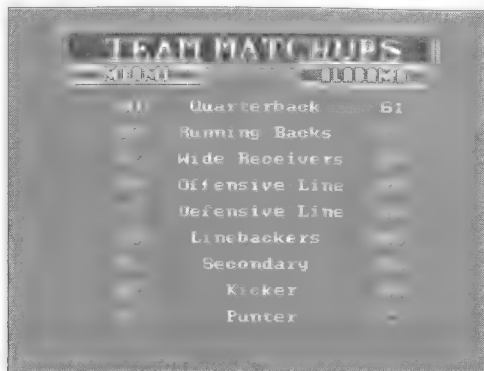
TEAM MATCHUPS

The Team Matchups screen lets you compare the strengths and weaknesses via Bill Walsh's numerical rating system.

1) **D-Pad** DOWN to highlight *Team Matchups*.
2) Press **C**.

The higher the numerical rating, the better the team is at that particular position.

NOTE

You can only view the Team Matchups during the pre-game and halftime and post-game reports.

Press **START** to return to the previous screen.

SET AUDIBLES

Each team has the same preset audibles, but you can reprogram three offensive audibles and three defensive audibles before the game (from the Pregame screen) or during the game (from the Pause screen).

The preset audibles are

14

Offense-**A**: Pro Set formation, Fullback Counter
Offense-**B**: Pro Set formation, Cross Pass
Offense-**C**: Shot Gun formation, Hail Mary

Defense-**A**: 4-3 formation, Cheat Right
Defense-**B**: 4-3 formation, Jet Blitz
Defense-**C**: 4-3 formation, Man Right

To learn more about calling audibles, turn to *Calling an Audible* on page 25.

- To Set audibles (from the Pregame screen or the Pause screen):

1) **D-Pad** DOWN to *Set Audibles*.
2) Press **C**.

The Set Audible screen appears.

4) **D-Pad** DOWN to highlight the audible you want to change.
5) Press **C**.

The Play Select screen appears.

6) **D-Pad** (UP/DOWN/LEFT/RIGHT) to highlight a play and press **A**, **B** or **C** to select a play. If you are playing

in Bluff mode (see *Play Call Mode* below), press **C** to select a play.

Press **START** or select EXIT to return to the previous menu.

SCOREBOARD   Ron Barr and the entire EA Sports team keeps you up to date on the day's scores. Check in now and then to see who's winning!

• To View the scoreboard from the Pregame screen or the Pause screen:

1) **D-Pad** DOWN to *Scoreboard*.
2) Press **C**.

Press **START** to return to the previous screen.

PLAY CALL MODE   *Bill Walsh College Football* features two methods of calling plays: Bluff Mode and Direct Mode.

Bluff Mode is a single-box mechanism which allows you to deceive a human opponent. Direct Mode is a more simple method of selecting plays.

To learn more about how to call a play, turn to Calling a Play *on page 23.*

• To Select Bluff Mode or Direct Mode from the Pregame screen or the Pause screen:

1) **D-Pad** (DOWN) to *Play Call Mode*.
2) Press **C**. The Play Call Selection screen appears.

3) **D-Pad** (UP/DOWN) to highlight the option of your choice.
4) Press **C**. Your selection is made, and you return to the previous screen.

> **N O T E**
>
> *Direct Mode* is the default mode.

PASS CATCH MODE

In both *Auto Catch Mode* or *Manual Catch Mode* the spot where the pass has been aimed is highlighted with a target.

In *Auto Catch Mode*, the quarterback automatically passes the ball and the receiver automatically runs under the pass.

In *Manual Catch Mode* you don't assume control of the intended receiver until the passed ball reaches its apex. Then you must use the D-Pad to guide the receiver to the target.

- To Select Pass Catch Mode from the Pregame screen or the Pause screen:

1) **D-Pad** DOWN to *Pass Catch Mode*.
2) Press **C**.
3) **D-Pad** (UP/DOWN) to select *Automatic* or *Manual*.
4) Press **C**. Your selection is made, and you return to the previous screen.

(Remember, when you take control of the quarterback, you must first press **C** to bring up the passing windows, then you must press **A**, **B**, or **C** to pass the ball to the appropriate receiver.

> **NOTE**
>
> *Auto Catch Mode* is the default mode.

QUIT GAME

Quit the game you're playing and return to the Options screen. The options you set up last time are still active.

RESET SYSTEM

Quit the game your playing and return to the Title screen. When you advance to the Options screen, all default options are active.

When you're ready to play, **D-Pad** (UP/DOWN) to highlight *Start Game*, then press **C**.

The coin toss screen appears.
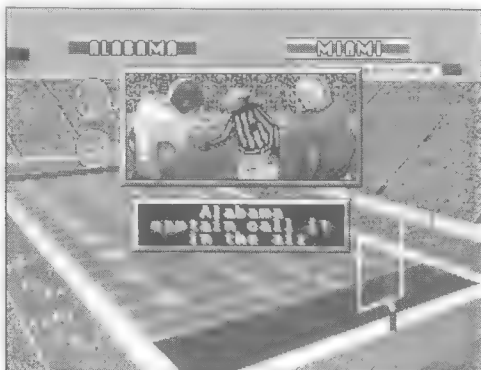
The visiting team makes the call. If your team is the visitor, you make the call.

• To Call heads or tails: **D-Pad** (UP/DOWN) to move the arrow to the call of your choice.

> **NOTE**
>
> You must make the call while the coin is in the air.

If you win the toss, you can kick, receive or choose which end of the field to defend.
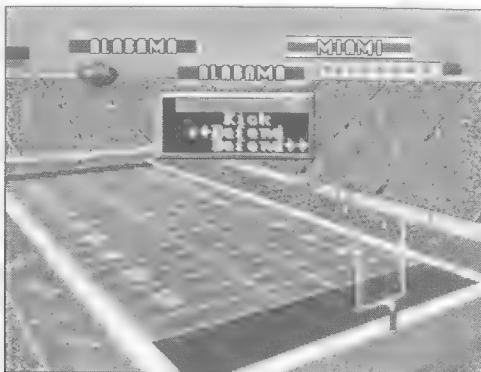
- To Choose: **D-Pad** (UP/DOWN) to highlight the option of your choice, then press **C**.

If you lose the toss you must choose the remaining options.

If your opponent chooses to kick or receive, you must choose a goal to defend. When you D-Pad to toggle from goal to goal, stripes appear in the end zone of the goal you will defend if you press **START** at that time.

SPORTS.
ELECTRONIC ARTS.

- To pause the game without calling an offical Timeout: Press **START**.

**PAUSING
THE GAME**

The Pause screen appears.

From the Pause screen you can access several game options. *Turn to* The Pause Screen *on page 31 for a full description of these options.*

- To select an option: **D-Pad** (UP/DOWN) to the option of your choice, then press **C**.

- To return to the action: **D-Pad** (UP/DOWN) to "Resume Game," then press **C**. Or you can simply press **START**.

By using the Kick Meter, you can place your kick just about anywhere on the field.

**KICKING
AND
RECEIVING
A KICK**

DISTANCE — WIND

AIM
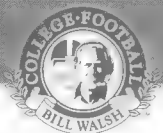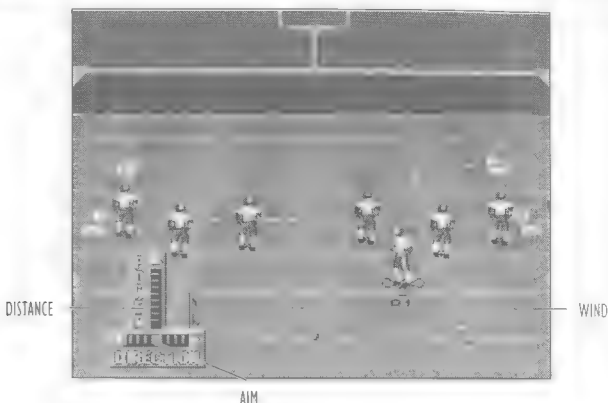
- To Kick:

1) Press **C** to put the kicker in motion and activate the Kick Meter. The higher the orange bar rises on the power meter, the more force behind the kick.

2) **D-Pad** (LEFT/RIGHT) to aim your kick. This feature lets you kick to either side of the field. If you don't aim your kick, the ball will travel straight ahead.

3) Press **C** again to kick the ball.

THE ONSIDE KICK

- To Set the kicking team in onside kick formation:

1) **A** to call an audible.

2) **A** (onside left) or **C** (onside right).

   (To return to standard formation: Press **A** to call an audible, then press **B**.)

Remember that the object is to get to the ball before the other team recovers it. Kick it the shortest distance possible.

When receiving, both kickoffs and punts are automatical-

ly fielded by your deep men, provided your team is in the proper formation. (In other words, on kickoffs your team is automatically set in the kick receiving formation. For punts, you must choose "Punt Return" or "Punt Rush" to field a deep man.)

• To Set the Receiving team in onside kick formation:

1) Press **A** to call an audible.

2) Press **A** or **C** (defend onside).

   (To return to standard formation: Press A to call an audible, then press **B**.)

Kick returners automatically field the ball and run.

• **D-Pad** (UP/DOWN/LEFT/RIGHT) to take control of the kick returner.

CALLING A PLAY

RUNNING THE OFFENSE

There are two ways to call a play from the Play Call screen: Direct mode and Bluff mode.
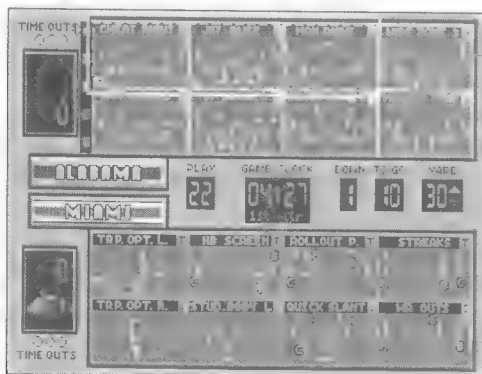
TRIPLE BOX SELECT

• To Call a play in Direct mode: **D-Pad** (UP/DOWN/LEFT/RIGHT) to move any of the three

boxes over the play you wish to call, then press the
button corresponding to that box.

SINGLE BOX SELECT
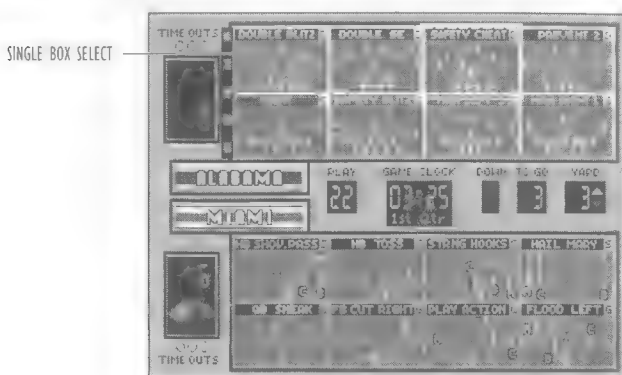
- To Call a play in Bluff mode: **D-Pad**
  (UP/DOWN/LEFT/RIGHT) to move the box over the
  play you wish to call, then press **C**.

- To Bluff the call: **D-Pad** (UP/DOWN/LEFT/RIGHT)
  to move the box over the play you wish to pretend to
  call, then press **B**.

When you press **B**, you hear the same "select" sound
you hear when you press **C**, but no play is called. In
addition, you can choose more than one play with the **C**
button; only the last play you chose with **C** will be run.

- To Exit the Play Call screen: **A**.

To learn more about how to select Direct Mode *or* Bluff
Mode, *turn to page 34.*

The Play Clock
The game clock runs between plays unless the play that
just ended was a kick, punt or incompletion.

But the Play Clock is altogether different. The offense
has only 25 seconds between plays to call the next play

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and snap the ball. If the 25 seconds expire before the ball is snapped, the offensive team receives a five-yard Delay of Game penalty.

When a Timeout is called, the Play Clock is reset at 25 seconds.

CALLING AN AUDIBLE

When the team lines up over the ball the quarterback reads the defense. Often he doesn't like what he sees. So he calls an audible, changing the play called in the huddle.

• To Call an audible at the line of scrimmage:

1) Press **A**.

The "audible" message appears.

2) Press the button corresponding to the play you want to run.

To learn more about setting audibles, turn to Set Audibles *on page 14.*

RUNNING

There are a number of nifty moves you can execute while running the ball. Spins, hurdles and dives are part of all great ball carriers' repertoires.

• Hand the ball off or lateral to a runner: **C**. The quarterback hands the ball to the closest back.
• Change directions: **D-Pad** (LEFT/RIGHT/UP/DOWN)
• Dive: **A**
• "Explode" forward: **B** (tap)
• Spin: **B** (hold)
• Hurdle: **C**

PASSING
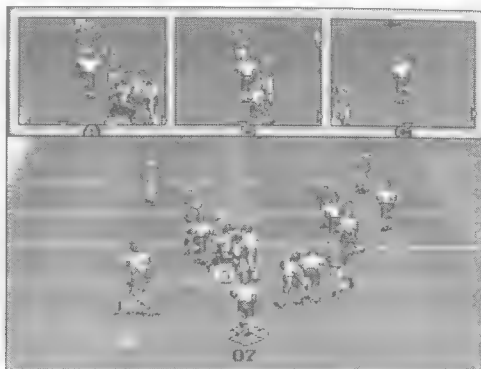
Each passing play features three potential receivers.
Shortly after the snap, three Passing Windows appear.
Each window shows a potential receiver and the immedi-
ate area surrounding him, including any defenders. The
Passing Windows let you look for receivers who are
open.

> **NOTE**
> The Passing Windows are called up automatically
> only if you do not take control of the quarterback.
> If you D-Pad to scramble or roll out on your own,
> the Passing Windows will not appear. To call up
> Passing Windows, press **C.**

- To Pass to a receiver in window A, B or C: Press **A**,
  B, or **C**.

> **NOTE**
> Hold a button to throw a bullet. Tap it to loft
> a pass. The longer you hold a button, the
> harder the ball is thrown.

RECEIVING

If Auto Catch Mode has been selected, once the quar-
terback releases the ball, the receiver moves automati-

cally toward the spot where the ball can be caught. This spot is marked by a target.

If Manual Catch Mode has been selected, the player must guide the receiver to the target.

As in any football game, sometimes the quarterback is off the mark, and the receiver must make adjustments in order to catch the ball.

- To Make the receiver dive for the ball: **A**
- To Take control of the receiver closest to the ball: **B**
- To Make the receiver raise his hands: **C**

HURRY-UP OFFENSE

For those desperate drives in the waning moments of a game, and for those offensive coordinators who like to keep the defense off balance, Bill Walsh College Football incorporates a hurry-up offense which allows you to run plays without running excessive time off the clock.

- To Run the same play you just ran: hold **C** immediately after the whistle.
- To Ground the ball (the quarterback throws the ball into the ground to stop the clock): hold **A** immediately after the whistle. When your team lines up, press **C** to snap the ball. The quarterback throws the ball into the ground.

> **N O T E**
>
> Be sure to leave the D-Pad alone when grounding the ball. If you use it, the quarterback will not release the ball. Remember, when you touch the D-Pad during a play, you assume control of the quarterback.

PUNTING AND KICKING FIELD GOALS AND POINTS AFTER TOUCHDOWN

DISTANCE

PLAY CLOCK

WIND

AIM
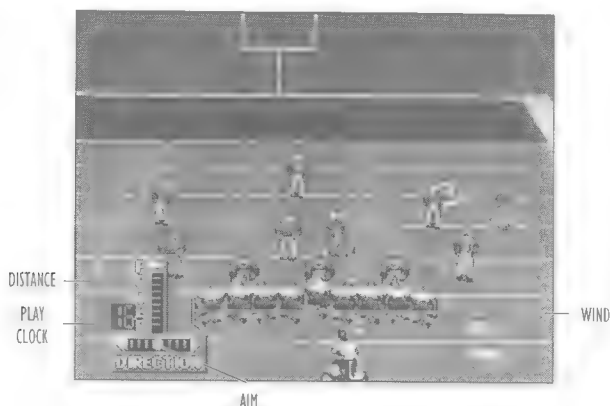
Punting and kicking work the same way as a kickoff.

1) Select "Field Goal" formation from the Play calling menu.

2) Press **C** to start the kicking meter.

3) **D-Pad** (LEFT/RIGHT) to aim your kick. This feature lets you kick to either side of the field. If you don't aim your kick, the ball will travel straight ahead.

The Kick Meter is activated. The higher the orange bar rises on the power meter, the more force behind the kick.

4) When the orange bar rises to the desired area of the power meter, press **C** again to kick the ball.

THE TWO-POINT CONVERSION

The two-point conversion is one of college football's most thrilling options. No lead less than nine points is safe. You can run a two-point conversion after a touchdown the same way you run an ordinary play from the

line of scrimmage. The ball is placed on your opponent's three-yard line, and you have one play to take the ball to the goal.

CALLING A PLAY

Call a defensive play the same way you call an offensive play. (See Running the Offense *on p. 23 for infomation on calling a play*.)

DEFENDING A RUN

The defense reacts automatically to the action on the field, but you can take control at any time.

- To Fire off the line of scrimmage: **C**

- To Dive at ball carrier for a crushing hit: **A**

- To Take control of defensive player closest to the ball: **B**

DEFENDING A PASS

If the receivers run passing patterns, your team's defensive backs will automatically cover them.

If you want to take control of the defensive player closest to the ball, Press **B**. The circle target moves under that player.

As with all defensive situations, the player over the circle target can dive (Press **A**) and jump for the ball (Press **C**).

CALLING A DEFENSIVE AUDIBLE

You can call a defensive audible the same way you can call an offensive audible.

- To Call an audible at the line of scrimmage:

1) Press **A**.

RUNNING THE DEFENSE

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The "audible" message appears.

2) Press the button corresponding to the play you want to run.

Defensive audibles are pre-programmed. You can also set your own defensive audibles. *To learn more about setting audibles, turn to* Set Audibles *on page 14.*

RECEIVING A PUNT AND DEFENDING AGAINST FIELD GOALS

With both punts and field goals, you have two options: to defend and to block.

When you receive a punt, choose 'Punt Return' if you want your men to hang back and block. Choose 'Punt Rush' if you want your men to rush the punter and forfeit opportunities to block the opposition.

When you receive a punt, your deep man (the man over the circle target) fields the ball and runs upfield.

• To Take control of the punt returner: **D-Pad** (UP/DOWN/LEFT/RIGHT).

When you defend a field goal or P.A.T., you have the same options. Choose a 'Prevent' defense if you think the kicking team might fake a kick. Choose 'Field Goal Block' if you want to take a chance.

The pause screen lets you perform several functions.

• To view the Pause Screen, press START.

The game is paused.

To return to the action, **D-Pad** (UP/DOWN) to high-light *Resume Game*, then press **C**.

RESUME GAME
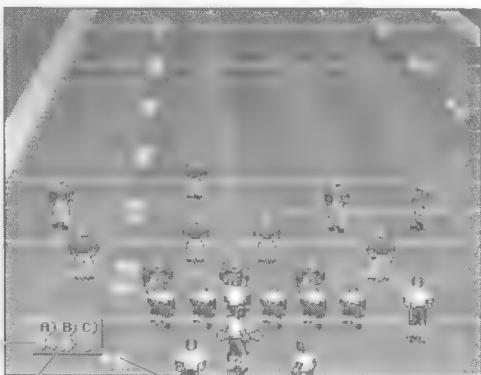
REPLAY NORMAL/ REPLAY REVERSE

REWIND

SLO-MOTION OR FRAME-BY-FRAME   PLAY AT NORMAL SPEED

Ron Barr and the EA Sports crew provide unlimited instant replay from two different angles: Normal and Reverse. At any time during the game you can review the play that was just run as many times as you want.

• Access instant replay:

1) Press **START** to pause the game.
2) **D-Pad** (UP/DOWN) to *Replay Normal* or *Replay Reverse*.
3) Press **C**.

The Instant Replay screen appears.

• To Control the Replay:

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BILL WALSH COLLEGE FOOTBALL TEAMS

WASHINGTON
'91, '92

PULLMAN, WA '92

'85, '92

SYRACUSE '92

PITT '80

BOSTON
'84, '92

PROVO, UT
'84, '92

NEBRASKA
'8..'92

SOUTH BEND, IN   COLUMBUS, OH
'88, '82   '79, '92

STATE COLLEGE, PA
'86, '92

COLORADO
'80, '92

ANSAS '92

STANFORD '92

RALEIGH, NC '92

TENNESSEE
'85, '92

CLEMSON, SC '81

S.C.
'70, '92

ORLAHOMA '85

ALABAMA
'78, '92

'80, '82

LOS ANGELES '82

ARIZONA '92

ATLANTA '80

COLLEGE STATION, TX '82

FLORIDA
'84, '92

..AS '81

HAWAII '92

BATON ROUGE, LA '87   AUBURN '83   TALLAHASSE, FL
'87, '92

MIAMI
'91, '92

- Run the tape in slow motion: (hold) **B**
- Run the tape frame by frame: (tap) **B**
- Run the tape at normal speed: (press) **C**
- Rewind: (hold) **A**
- Rewind frame by frame   (tap) **A**
- Isolate the camera on one player or on a specific point on the field: **D-Pad** (UP/DOWN/LEFT/RIGHT) to move the orange cursor over the player or place on which you want to train the camera.

TIMEOUT

Each team has three timeouts per half. Timeouts don't carry over from the first to the second half. When a team calls timeout, the game clock stops.

1) Press **START** to pause the game.
2) **D-Pad** DOWN to *Timeout*.
3) Press **C**.

When a timeout is called, the play clock is reset to 25 seconds.

NOTE

> You cannot call a timeout until the whistle signifying the end of a play has been sounded.

DRIVE SUMMARY

DRIVE SUMMARY

	Plays	Yards	Time of Possession
Rushing	5	0	2:39
Passing	6	58	
Penalties	0	0	
Total	11		
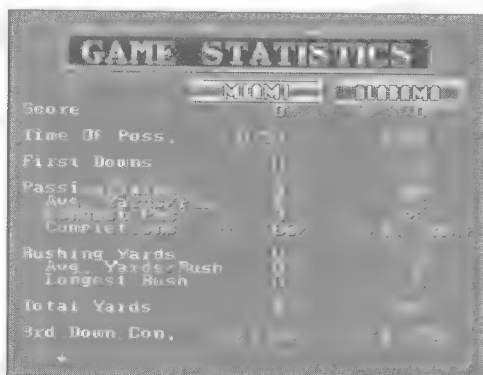
The Drive Summary displays the offensive plays run on the current drive. It shows the type of play (pass or rush), the yards gained or lost, and any penalties that have been called.

1) Press **START** to pause the game.
2) **D-Pad** DOWN to *Drive Summary*.
3) Press **C**.
4) Press **START** to return to the previous screen.

> **NOTE**
>
> If you don't see every play you ran during a drive, **D-Pad** (UP/DOWN/LEFT/RIGHT) to scroll through the entire drive summary.

GAME STATISTICS

The Game Statistics screen displays the current statistics in the game's most vital categories. Check out the success of your team's ground game and passing attack.

1) Press **START** to pause the game.
2) **D-Pad** (DOWN) to *Game Statistics*.
3) Press **C**.
4) **D-Pad** (UP/DOWN) to scroll through all statistics.
5) Press **START** to return to the Pause screen.

SCOREBOARD Ron Barr and the entire EA Sports team keeps you up to date on the day's scores. Check in now and then to see who's winning!

- To View the scoreboard from the Pregame screen or the Pause screen:

1) **D-Pad** DOWN to *Scoreboard*.
2) Press **C**.

PLAY CALL MODE

Bill Walsh College Football features two methods of calling plays: Bluff Mode and Direct Mode.

Bluff Mode is a single-box mechanism which allows you to deceive a human opponent. Direct Mode is a more simple method of selecting plays.

- To Select Bluff Mode or Direct Mode from the Pregame screen or the Pause screen:

1) **D-Pad** (DOWN) to *Play Call Mode*.
2) Press **C**. The Play Call Selection screen appears.

3) **D-Pad** (UP/DOWN) to highlight the option of your choice.
4) Press **C**. Your selection is made, and you return to the previous screen.

> **N**
> **O**
> **T**
> **E**
>
> *Direct Mode* is the default mode.

PASS CATCH MODE

In both *Auto Catch Mode* or *Manual Catch Mode* the spot where the pass has been aimed is highlighted with a target.

In *Auto Catch Mode*, the quarterback automatically passes the ball and the receiver automatically runs under the pass.

In *Manual Catch Mode* you don't assume control of the intended receiver until the passed ball reaches its apex. Then you must use the D-Pad to guide the receiver to the target.

- To Select Pass Catch Mode from the Pregame screen or the Pause screen:

1) **D-Pad** DOWN to *Pass Catch Mode*.
2) Press **C**.
3) **D-Pad** (UP/DOWN) to select.
4) Press **START** to return to the previous menu.

(Remember, when you take control of the quarterback, you must first press **C** to bring up the Passing Windows, then you must press **A**, **B**, or **C** to pass the ball to the appropriate receiver.

NOTE

Auto Catch Mode is the default mode.
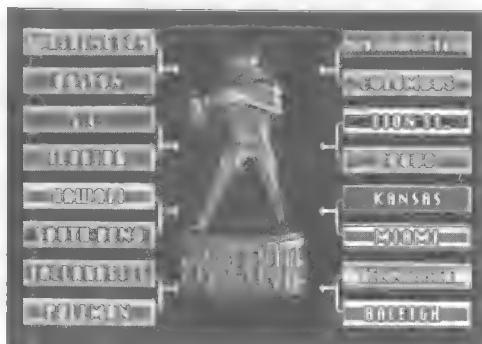
EA Sports welcomes you to the College Playoff
Championship, a sixteen-team single-elimination tourna-
ment. No polls, no guesswork. Finally *you* decide who
the best team is. You can play a tournament featuring
the current teams, or you can play the best teams from
the '70's, '80's and '90's to determine the all-time cham-
pion.

Your team enters the tournament paired against its
opponent according to rank. Tournament games are
played like exhibition games. If your team wins, the tour-
nament tree appears showing the updated brackets, and
your team advances to the next round. Every game you
win takes you closer to the championship game, where
you'll find out who has the *real* team.

If your team loses, the Game Options screen appears,
and you can begin another tournament.

> **NOTE**
> All playoffs are one-player mode only.
> It's you against the Genesis.

NOTE: To choose a team in Tournament mode:

1. D-Pad LEFT/RIGHT to toggle controller 1 to the
   team of your choice.

2. Press START to move the EA Sports Pregame Show.

TIES

In the event of a tie, the game moves into sudden death overtime. The coin is tossed again, and it's as if the game were starting again. In overtime the play clock runs as usual, but there is no game clock. The first team to score a point is the winner of the contest.

> **NOTE**
> Sudden death overtime applies only to tournament games. Exhibition games have no sudden death overtime periods; they can end in ties.

RESUMING A TOURNAMENT

College Football has an Automatic Tournament Save feature that lets you resume a tournament in progress. Now you can turn the power on the Genesis off and still retain your tournament standings. When you resume a tournament, you begin at the playoff tree immediately after the last finished contest.

- Resume a tournament in progress: Proceed to the Game Set-Up screen and select *Continue Tournament* from the Play Mode category. Then press **START**.

> **NOTE**
> To avoid losing your place in a tournament, be sure to exit the show before you turn off the Genesis. Tournament standings are saved by the Genesis when you exit the post-game show.

Only the most recent tournament can be saved. Anytime you begin a new tournament, the new tournament replaces the old tournament in the memory bank.

COLLEGE RULES

Although college football and professional football are primarily the same game, the rules are not identical. Following are the rules unique to college football.

- Quarterback sacks are counted as rushing statistics.

- The ball carrier is down when one knee touches the playing surface. An opponent doesn't have to touch him.

- Pass interference is a 15-yard penalty. If the pass play is less than 15 yards, the ball is spotted at the location of the infraction.

- There is no two-minute warning timeout.

- The play clock is 25 seconds.

- The defense cannot advance a recovered fumble.

- If a kickoff goes out of bounds, the ball is spotted at the 35-yard line or the point on the field where the ball went out of bounds, whichever is more advantageous to the receiving team.

- If a play ends out of bounds, on the next play the ball is hiked from a hash mark between the center of the field and the sideline where the previous play ended.

- And of course, the two-point conversion is an option after every touchdown! Turn to *The Two-Point Conversion* on p. 28 to learn more.

ALABAMA '78

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1					
QB2					

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1					
HB2					
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLE	QUICKNESS
WR1					
WR2					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
DLT					
DRT					
RE					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
MLB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS		9			
FS1					
RCB1					
RCB2					
LCB1					
LCB2					
FS2					

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

BOSTON '84

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	22	11	13		
QB2					

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1					
HB2					
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE					
FL					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
DLT					
DRT					
RE					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
NG					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

COLORADO '90

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1					
QB2					

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1					
FL					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
NT					
RE					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

ALABAMA '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1		5	8	4	
QB2					

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB					

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE					
FL					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE					
NT					
RE					

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO.	RANGE	ACCURACY		NO.	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

BOSTON '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1					
QB2					

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB					

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE					
FL					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE					
NT					
RE					

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO.	RANGE	ACCURACY		NO.	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

COLORADO '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	10	7	10	5	5
QB2	6	3	8	4	4

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB					

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1					
WR2					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE					
NT					
RE					

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO.	RANGE	ACCURACY		NO.	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

COLUMBUS, OH '79

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	10	6	9	9	8
QB2	7	0	4	4	4

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE	60	6	5	6	6
DT	68	12	9	12	11
RE	55	9	9	8	8

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1					
HB2					
FB					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1					
FL					
WR3					
WR4					
TE1					
TE2					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FB1					
RCB1					
LCB1					
RCB2					
LCB2					
FB2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

FLORIDA '84

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1					
QB2					

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
NT					
RE					

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1					
WR2					
WR3					
WR4					
TE1					
TE2					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FB1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

GEORGIA '80

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1					
QB2					

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
NT					
RE					

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					4
TB2					
FB					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE					
FL				4	
WR3					
WR4					
TE1					
TE2					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FB1				9	
RCB1					10
LCB1					12
RCB2					
LCB2					
FS2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

COLUMBUS, OH '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1					
QB2					

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE					
FL					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	ABILITY	PURSUIT
LE					
DLT					
DRT					
RE					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
MLB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

FLORIDA '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1					
QB2					

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
RB1					
RB2					
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1					
WR2					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	ABILITY	PURSUIT
LE	7	8	4	7	8
DLT		6	2	5	4
RLT		6	4	7	7
RE		7	4	7	7

LINEBACKERS

	NO	SPEED	TACKLING	ABILITY	AWARENESS
LOLB	10	9	8		9
MLB	11	8	8		8
ROLB		8	9	9	
PLB		7	4	7	6

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

GEORGIA '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1					
QB2					

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLE	QUICKNESS
SE					
FL					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
NT					
RE					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

PLAYER RATINGS

MIAMI '91

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	1				
QB2					

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	88	14	6	5	9
FL	36	11	8	5	5
WR3	85	3	5	2	5
WR4	12	3	4	2	5
TE1	17	8	6	4	4
TE2	90	3	5	2	4

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
DLT					
DRT					
RE					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
MLB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	8	10			
FB1	31	10			
RCB1	47	11			
LCB1	26	8			
RCB2	4	6			
LCB2	34				

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

MICHIGAN '85

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	4	8	11	7	7
QB2	12	0	4	3	3

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1					
HB2					
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	1	1			
FL					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
INT					
RE					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FB1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

NEBRASKA '83

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	5	9	9	9
QB2	15	0	4	4	4

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	30	3	14	11	5
HB2					
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1					
FL					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
DLT					
DRT					
RE					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
MLB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FB1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

MIAMI '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	13	13	12	4	4
QB2	11	1	10	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB					

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE					
FL					
WR3					
WR4					
TE1	1				
TE2					

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE					
DLT					
DRT					
RE					

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
MLB					
ROLB					
PLB	9	7	5		

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	29	11	12		
FS1					
RCB1					1
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO.	RANGE	ACCURACY		NO.	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

MICHIGAN '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1					
QB2	1				

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB					

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE					
FL					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE					
NT					
RE					

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	9				
LILB	1				
RILB	3				
ROLB	9				
PLB	05				

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO.	RANGE	ACCURACY		NO.	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR	1	1		

NEBRASKA '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1					
QB2					

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1					
HB2					
FB					

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1					
FL					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE					
NT					
RE					

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2			11		
FS2					

SPECIAL TEAMS

	NO.	RANGE	ACCURACY		NO.	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

PROVO, UT '84

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS
	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1					
QB2					

RUNNING BACKS
	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB					

RECEIVERS
	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1					
WR2					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE
	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE
	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
NT					
RE					

LINEBACKERS
	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

DEFENSIVE BACKS
	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS
	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

S.C. '79

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS
	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1					
QB2					

RUNNING BACKS
	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB					

RECEIVERS
	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1					
WR2					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE
	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE
	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
NT					
RE					

LINEBACKERS
	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

DEFENSIVE BACKS
	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS
	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

SOUTH BEND, IN '88

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS
	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1					
QB2					

RUNNING BACKS
	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1			11		
TB2			10		
FB					

RECEIVERS
	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE			14		
FL			4		
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE
	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG	60			
C				
RG				
RT		41		

DEFENSIVE LINE
	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
NT					
RE					

LINEBACKERS
	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB	47				

DEFENSIVE BACKS
	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	27	11			
FS1		10			
RCB1		7			
LCB1		6			
RCB2		5			
LCB2		5			
FS2		5			

SPECIAL TEAMS
	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

PROVO, UT '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1					
QB2					

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1					
HB2					
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1					
WR2					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
NT					
RE					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
LCB1					
RCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

S.C. '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	11	7	9		
QB2					

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE					
FL					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
NT					
RE					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

SOUTH BEND, IN '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1		6	6		
QB2	15				

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE					
FL					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
DLT					
DRT					
RE					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LLB					
MG					
RLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				11
P				PR				

STATE COLLEGE, PA '86

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	14	5	10	4	
QB2	7				

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE					
FL					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
NT					
RE					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR		14	13	
P				PR				

TALLAHASSEE, FL '87

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1					
QB2					

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE					
FL					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
NT					
RE					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

TENNESSEE '85

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1					
QB2					

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE					
FL					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
NT					
RE					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2	20	5	7	4	5

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K	90		14	KR	36	7	8	4
P			7	PR		4	5	7

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STATE COLLEGE, PA '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1					
QB2					

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE					
FL					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
NT					
RE					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO	RANGE	ACCURACY
K			
P			

	NO	SPEED	AGILITY	BRK TACKLES
KR				
PR				

TALLAHASSEE, FL '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1				10	10
QB2				3	3

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1					
WR2					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
NT					
RE					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2	15				

SPECIAL TEAMS

	NO	RANGE	ACCURACY
K			
P			

	NO	SPEED	AGILITY	BRK TACKLES
KR				
PR				

TENNESSEE '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	21	5	10	7	7
QB2	14	0	8	3	3

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1					
WR2					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE	72	9	6	11	
DLT					
DRT					
RE					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
MLB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO	RANGE	ACCURACY
K			
P			

	NO	SPEED	AGILITY	BRK TACKLES
KR				
PR				

ATLANTA '90

FAVORITE OFFENSIVE STYLE:

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1					
QB2					

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1					
HB2					
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE					
FL					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
NT					
RE					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1		10			
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

AUBURN '83

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1				7	7
QB2					

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1					
HB2					
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE					
FL					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE	96	6	7	7	6
NT	61	6	11	7	
RE					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

WASHINGTON '91

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1					
QB2					

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE					
FL					
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					
NT					
RE					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K				KR				
P				PR				

BATON ROUGE, LA '87

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1					
QB2					1

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					1
FB					

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1					
FL	60	10	5	3	4
WR3	5	4	4	2	4
WR4	16	4	4		3
TE1	49	3	5	2	4
TE2	85	3	4		5

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	79	260	11	
LG	650	250		8
C				
RG	75	275	14	11
RT	74	265	11	8

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					5
NT					
RE					7

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB					
RILB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	35	6	9		8
FS1	11		7		6
RCB1	27	6	9		9
LCB1	25	5	8	6	5
RCB2	29	4		4	4
LCB2					
FS2					

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K	4	9	4	KR	23	12	13	1
P	3	12	5	PR	5	7		3

ARIZONA '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1		4	7	6	4
QB2	1	0	4	4	4

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1		6	9	8	3
TB2	1			7	7
FB		6	7	7	3

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1		6		3	
WR2	1	5			
WR3					
WR4					
TE1					
TE2					

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT				

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE					1
NG					
RE					4

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB				1	
RILB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS					
FS1					12
RCB1					
LCB1					
RCB2					
LCB2					1
FS2					1

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K			1	KR		8	9	5
P				PR			8	3

WASHINGTON '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1		6	10	7	7
QB2	1	2	8	5	5

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1					
TB2					
FB		1			

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE					
FL					
WR3					
WR4					
TE1					
TE2	1				

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT				
LG				
C				
RG				
RT		7		

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE	13	12	7		
NT					
RE					

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB					
LILB	1	1			
RILB					
ROLB					
PLB					

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS				2	
FS1				9	
RCB1					
LCB1					
RCB2					
LCB2					
FS2					

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K		1		KR	1			
P				PR			1	

CLEMSON '81

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	3		8	10	11
QB2	11	0	6	3	3

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	7	1	11		3
TB2	35	10	10	9	3
FB	32	8	7	8	3

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	44	13	0	5	8
WR2		4	4	1	2
WR3	3	1	2		2
WR4	5	3	3	0	3
TE1	85	3	3		4
TE2	80	3	3	0	2

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	51	234	11	8
LG	60	226		6
C	63	240	1	7
RG	70	255	13	7
RT	77	249	12	9

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE	64	9	5		8
NT	66	8	8	9	8
RE	12	8	8	5	8

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	8	10	9	11	1
LILB	71	11	7	2	12
RILB	99	14	11	13	14
ROLB	45	13	15	14	14
PLB	90	8	3	7	9

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	20	13			15
FS1	43	1		5	12
RCB1		1	9	12	10
LCB1	29	12	10	13	12
RCB2		8	6	7	6
LCB2	1		10	8	7
FS2	24	8	10	8	8

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BREK TACKLES
K	18	12	4	KR	22	9	9	7
P	5	10	15	PR	24	5	4	1

OKLAHOMA '85

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	4	2	4	12	13
QB2	18		9	4	4

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	20	7	8	8	3
HB2	25	8	7	7	3
FB	45	10	11	10	3

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	33	3	3		3
FL	33	3	2	0	2
WR3	44	3	2	0	2
WR4	27	3	2	0	3
TE1	88	10	5	2	3
TE2	85	3	2	0	2

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	63	265	1	
LG	79	265	9	
C	52	250	8	6
RG	55	261	10	8
RT	68	274	8	6

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE	40	6	5	5	9
DLT	76	8	5	8	9
DRT	86	4	5	4	9
RE	39	8	5	10	9

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	50	9	4	11	11
NG	90	11	4	10	11
ROLB	44	14	4	14	13
PLB	47	7	4	7	8

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	8	13	13	4	13
FS1	29	11	12	13	11
RCB1	14	10	10	10	10
LCB1	7	13	13	13	13
RCB2	49	7	9	8	7
LCB2	15	7	10	6	7
FS2	10	10	12	10	10

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K	31	2	6	KR	33	6	8	5
P	12	12	10	PR	3	6	6	2

PULLMAN, WA '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	11	10	10	5	5
QB2	13	0	10	3	3

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	32	9	10	6	9
HB2	43	2	2	2	3
FB	5	4	4	4	3

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	9	11		5	7
FL	1	10	10	7	7
WR3	2	10	7	5	2
WR4	6	8	6	3	4
TE1	89	5	7	3	6
TE2	98	7	5	2	6

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	283	9	6
LG	61	296	11	8
C	66	275	11	8
RG	74	293	12	9
RT	78	251	9	6

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE	48	8	3	7	7
DLT	92	6	3	7	6
DRT	69	5	8	6	6
RE	80	9	8	7	7

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	19	13	6	12	12
MLB	41	10	5	10	10
ROLB	31	11	11	10	11
PLB	55	6	4	7	8

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	8	10	10	10	11
FS1	10	11	11	9	11
RCB1	27	15	11	14	15
LCB1	24	9	11	11	9
RCB2	1	6	11	6	6
LCB2	35	8	9	7	6
FS2	16	8	10	6	6

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLER
K	12	12	7	KR	9	12	13	11
P	28	7	0	PR	24	4	4	0

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	17	6	1	3	3
QB2	1	1	1	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	24	1	1	1	6
TB2	45	2	2	4	3
FB	93	9	7	8	4

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLING	QUICKNESS
SE	15	6	6	2	5
FL	5	3	4	2	3
WR3	10	8	4	2	3
WR4	35	4	4	2	3
TE1	87	4	4	1	3
TE2	81	3	4	1	3

OFFENSIVE LINE

	NO.	HEIGHT	PASS BLOCKING	
LT	66	22	7	7
LG	77	261	10	7
C	54	255	10	7
RG	75	279	10	7
RT	69	333	10	7

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	46	7	4	6	9
NG	40	7	5	9	8
RE	85	11	2	12	11

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	18	11	9	12	12
LILB	36	6	6	8	6
RILB	34	7	6	6	6
ROLB	58	9	4	10	10
PLB	55	5	3	5	5

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	5	9	5	10	9
FB1	15	12	10	12	12
RCB1	32	8	9	7	8
LCB1	20	11	11	11	11
RCB2	6	7	11	5	7
LCB2	27	5	10	3	5
FS2	9	5	11	5	5

SPECIAL TEAMS

	NO.	RANGE	ACCURACY		NO.	SPEED	AGILITY	BRK TACKLES
K	13	11	6	KR	24	10	10	7
P	37	9	4	PR	16	10	11	7

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	18	5	6	10	10
QB2	12	0	0	4	4

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	26	10	9	10	6
TB2	2	7	7	7	8
FB	33	7	7	8	5

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	5	7	4	0	3
WR2	81	3	3	0	4
WR3	82	3	3	0	3
WR4	6	3	3	0	3
TE1	1	6	3	2	2
TE2	92	3	3	0	3

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	6	65	7	6
LG	66	280	7	5
C	72	275	7	5
RG	69	285	7	5
RT	74	300	11	9

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	96	7	6	6	8
DLT	93	4	8	4	5
DRT	71	7	8	5	5
RE	90	7	8	7	8

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	35	11	7	11	12
MLB	52	7	6	8	8
ROLB	7	12	10	11	11
PLB	39	8	7	8	9

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	22	12	9	11	12
FB1	8	10	11	10	10
RCB1	3	7	10	8	7
LCB1	36	10	10	10	10
RCB2	17	4	11	4	4
LCB2	45	3	10	4	3
FB2	47	5	10	4	5

SPECIAL TEAMS

	NO.	RANGE	ACCURACY		NO.	SPEED	AGILITY	BRK TACKLES
K	31	15	12	KR	2	10	11	8
P	31	13	2	PR	5	8	8	3

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	3	2	5	10	1
QB2	11	0	5	3	1

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	30	11	11	12	3
TB2	1	6	7	7	3
FB	38	8	8	8	5

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	8	3	3	1	2
WR2	67	11	4	2	5
WR3	23	11	3	2	3
WR4	19	3	3	0	3
TE1	15	3	3	0	3
TE2	4	3	3	0	3

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	73	281	7	6
LG	70	285	7	6
C	68	279	7	6
RG	67	280	11	10
RT	53	250	7	6

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	99	6	7	7	7
NT	96	8	9	8	7
RE	0	9	3	8	9

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	4	7	3	7	7
LILB	51	5	4	5	4
ROLB	17	6	6	8	7
ROLB	50	4	5	6	6
PLB	43	5	4	4	5

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	21	6	5	6	6
FB1	22	10	8	10	10
RCB1	9	7	8	8	7
LCB1	25	8	8	8	8
RCB2	5	5	5	5	5
LCB2	31	5	7	3	5
FS2	6	4	7	4	4

SPECIAL TEAMS

	NO.	RANGE	ACCURACY		NO.	SPEED	AGILITY	BRK TACKLES
K	7	15	2	KR	87	10	10	8
P	7	15	2	PR	87	11	10	7

PITT '80

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	13	6	11	3	3
QB2	8	5		5	5

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	34	6	9	7	6
HB2	12	5	4	3	6
FB	40	10	9	8	7

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	4	11	8	5	6
FL	32	15	8	6	11
WR3	80	4	8	2	5
WR4	18	4	4	2	4
TE1	84	7	9	5	7
TE2	82	8	6	3	5

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	75	246	12	9
LG	61	40	8	5
C	59	251	11	5
RG	70	277	8	5
RT	73	282	10	7

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	87	14	11	14	13
DLT	86	11	9	11	10
DRT	76	9	8	5	8
RE	99	15	11	15	13

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	66	14	6	13	12
MLB	58	14	10	14	14
ROLB	48	11	9	10	12
PLB	50	8	4	9	9

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	48	12	12	14	12
FS1	8	10	11	9	10
RCB1	3	13	12	14	13
LCB1	23	14	12	14	14
RCB2	25	7	9	7	7
LCB2	10	7	10	8	7
FS2	14	7	9	7	7

SPECIAL TEAMS

	NO.	RANGE	ACCURACY		NO.	SPEED	AGILITY	BRK TACKLES
K	1	13	11	KOR	12	4	4	6
P	16	4	5	PR	80	8	8	5

LOS ANGELES '82

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	14	11	11	8	8
QB2	10	6	7	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	24	7	7	8	5
TB2	3	8		6	5
FB	46	6	7	6	5

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	83	11	9	6	9
FL	26	12	8	6	8
WR3	18	5	5	2	5
WR4	8	10	5	3	5
TE1	94	9	8	5	7
TE2	97	3	5	2	5

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	71	241	10	7
LG	68	261	10	7
C	59	249	12	9
RG	60	243	10	8
RT	67	254	11	8

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE	75	7	5	6	7
NT	4	10	6	10	10
	86	6	6	6	7

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	39	10	9	11	11
LILB	86	6	5	6	6
RILB	27	5	11	10	9
ROLB	33	9	5	8	8
PLB	41	8	4	7	10

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	32	6	7	9	6
FS1	7	10	10	10	
RCB1	35	10	8	9	10
LCB1	21	11	9	1	11
RCB2	29	5	5	6	5
LCB2	2	3	7	3	3
FS2	20	4	6	4	4

SPECIAL TEAMS

	NO.	RANGE	ACCURACY		NO.	SPEED	AGILITY	BRK TACKLES
K	25	14	7	KR	8	12	13	10
P	17	13	2	PR	21	6	6	3

TEXAS '81

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	15	3		4	4
QB2	16	1	8	4	5

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	24	12	11	11	3
TB2	45	10	11	9	4
FB	44	8	7	7	5

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	1	4	3	2	4
WR2	11	6	3	1	2
WR3	21	3	3		2
WR4	80	7	3	0	2
TE1	87	3	3	1	3
TE2	81	3	3	0	4

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	70	250	6	4
LG	74	250	6	4
C	54	270	6	6
RG	66	241	6	4
RT	79	264	10	8

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE	93	12	6	12	13
DLT	77	7	12	12	14
DRT	90	7	7	7	10
RE	31	14	6	13	14

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	51	13	9	14	14
MLB	48	14	13	14	15
ROLB	60	13	11	13	11
PLB	53	8	4	7	6

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	28	10	10	10	16
FS1	36	13	14	14	13
RCB1	12	12	12	12	12
LCB1	41	13	10	13	13
RCB2	5	9	10	10	9
LCB2	3	9	11	10	9
FS2	46	8	10	7	8

SPECIAL TEAMS

	NO.	RANGE	ACCURACY		NO.	SPEED	AGILITY	BRK TACKLES
K	9	10	4	KR	11	7	6	3
P	93	13	12	PR	8	9	9	5

SYRACUSE '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	5	8	10	5	5
QB2	11	0	8	5	5

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	33	9	10	10	8
HB2	44	6	7	7	3
FB	38	7	6	6	3

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	45	13	7	4	8
WR2	12	10	5	3	5
WR3	80	3	4	2	4
WR4	82	5	4	2	5
TE1	84	10	6	4	5
TE2	88	3	3	1	4

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	65	278	10	7
LG	69	288	10	7
C	75	271	10	7
RG	68	310	14	11
RT	79	286	10	7

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE	98	5	6	5	5
NG	50	10	12	9	8
RE	72	7	7	7	8

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	55	10	4	10	12
LILB	79	9	12	10	8
RILB	57	6	6	6	6
ROLB	83	11	6	12	12
PLB	96	6	4	6	5

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	27	12	8	11	12
FS1	18	12	8	12	8
RCB1	26	6	6	7	8
LCB1	9	9	6	8	9
RCB2	10	6	7	6	6
LCB2	3	6	7	5	6
FS2	5	5	7	4	5

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K	1	10	5	KR	45	6	8	2
P	4	13	10	PR	12	9	8	4

STANFORD '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	18	7	11	4	3
QB2	7	0	5	3	3

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	5	11	11	9	10
HB2	33	6	6	7	3
FB	25	5	4	4	9

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	81	6	7	4	5
FL	80	10	6	4	6
WR3	84	3	3	1	4
WR4	89	3	4	1	3
TE1	86	6	4	2	3
TE2	87	3	4	1	3

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	76	290	9	6
LG	50	291	13	10
C	74	290	13	10
RG	65	300	14	11
RT	75	301	9	6

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE	60	8	6	6	9
NT	72	7	6	8	9
RE	51	9	6	10	9

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	29	14	8	13	13
LILB	36	11	5	12	11
RILB	52	10	5	9	9
ROLB	42	13	8	13	14
PLB	95	8	5	9	8

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	16	10	11	10	9
FS1	17	12	13	13	12
RCB1	4	15	11	14	15
LCB1	21	14	12	13	14
RCB2	8	12	12	6	6
LCB2	10	7	12	7	7
FS2	15	6	12	6	6

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K	6	9	11	KR	5	11	12	7
P	11	15	7	PR	5	13	13	12

COLLEGE STATION, TX '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

	NO	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	4	3	4	4	4
QB2	10	2	6	4	4

RUNNING BACKS

	NO	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	27	10	11	10	6
TB2	20	9	8	8	4
FB	32	8	6	5	4

RECEIVERS

	NO	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	3	12	4	2	2
FL	18	4	3	1	3
WR3	2	3	2	0	4
WR4	81	10	4	1	4
TE1	86	4	4	1	3
TE2	88	3	3	0	3

OFFENSIVE LINE

	NO	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	75	284	4	5
LG	55	274	10	8
C	68	270	11	9
RG	51	279	12	10
RT	67	257	7	5

DEFENSIVE LINE

	NO	SPEED	TACKLING	AGILITY	PURSUIT
LE	95	8	8	9	8
NG	58	8	8	9	8
RE	92	7	10	7	6

LINEBACKERS

	NO	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	9	10	8	8	13
LILB	43	10	8	10	12
RILB	46	8	3	7	8
ROLB	94	11	6	13	11
PLB	38	9	5	11	9

DEFENSIVE BACKS

	NO	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	40	9	10	9	9
FS1	29	10	11	10	10
RCB1	23	10	9	11	11
LCB1	31	14	10	13	14
RCB2	24	8	10	6	6
LCB2	22	6	11	5	6
FS2	5	5	10	5	5

SPECIAL TEAMS

	NO	RANGE	ACCURACY		NO	SPEED	AGILITY	BRK TACKLES
K	1	7	6	KR	22	13	12	12
P	45	15	7	PR	23	10	10	5

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OVER 500 MEGS OF NEW FEATURES IN NHL '94 CD

Authentic NHL® Footage – Over 200 authentic video clips of your favorite NHL stars. Watch MacInnis pound a slap shot, Belfour make that great kick save or McSorley deliver that punishing body check in full color, full motion video.

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"He's got a slap shot like a howitzer. He's too fast for any of my guys. They need to get his attention. First he came through my 5 hole. Then he went top shelf. Next time he'll try that deke. Not a chance–this cage is closed for the night. Last thing I want to hear is that wailing in my ears again..." ■ Any Goalie, NHL

One Timers
Drop a pass back to your big stick at the point and let him rocket a slap shot into the net.

Penalty Shots and Shootout Mode
Trip a speedy forward on a breakaway and he'll go one on one with your goalie.

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Over 200 authentic full color video clips show your favorite stars in action – great goals, saves, passes and board checks.

SAME GREAT NHL '94 GENESIS FEATURES

✔ 4 Way Play Support
✔ Goalie Control
✔ Penalty Shots and Shootout Mode
✔ One-Timers
✔ Expansion Teams – Ducks and Panthers

NHL '94 Sega CD captures the same great gameplay as NHL '94 for the Sega Genesis and adds new sounds, digitized speech and over 200 video clips to make it the most realistic Hockey game ever created.